INSTRUCTION

Pull out the plastic tab before playing. Congratulations! Now you are the owner of this electronic pet.This lovely pet needs your care and attention to grow up healthily. Please read the following instructions carefully to learn how to take good care of the pet.

Turn the power on

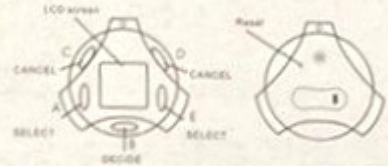
1. Power: 1.5V x 2
2. Choose the pets
   (1) Press A or E key to choose the pets, there are 23 pets available for your choice.
   (2) After 8 times flashing, next pet will show up. Press A, B or C key to stop flashing and press A or C key to display next pet by turns.
   (3) Press B key for confirmation.
3. Setting the clock.
   (1) Press B key to enter this mode.
   (2) Under clock mode, press A key for setting hour and press B key for minute setting. AM/PM will change automatically by change of hour time.
   (3) After setting, press C key for confirmation.
4. There will be egg image flashing on screen, after stop flashing, the song of "Happy birthday" will be broadcasted to celebrate the birth of new born pet.

*At this stage, the pet is one year old and weight 300 grams

Manual instruction

A---SELECT D---CANCEL
B---DECIDE E---SELECT
C---CANCEL

Under normal state, press B key to check the clock and press B key again to withdraw. Press C key to return to the next menu except clock mode.



Function

: Feed

Total 3 choices

- Staple food/Meal: Four times a day at most.
- Snack: 10 times a day at most
- Water: 10 times a day at most

● For each feeding, after the pet having taken food, the weight would increase 10 grams. The icon of means the pet refuse to eat and the pet have eaten too much.

: Play game

Choose the game and press B key to enter the game. One melody will be broadcasted and the icon of will display.Press A key to make a left movement and press B key to make a right movement. Win the game, one high tune happy melody will broadcast with the icon of on the screen, otherwise would be a low mood melody and the icon of .

From high to low, there are totally 9 different mood conditions (from 9VS0 8VS1 ... 1VS8 0VS9)

: Listen to the music

Enter this mode, the icon of will display. Press B key for confirmation, one melody will broadcast following the flickering of the icon. After finish listening one song, the pet will become happy and icon of will display with the increase of mood index. Press B key to listen to the next song. There are four songs in a cycle.

: Scissor/Fist/Rag

Press A key to choose the game, press B key for confirmation, one song will broadcast. The icon of on display. Press A key, the icon of will appear, press A key two times, the icon of will display, press A key for 3 times, the icon of will display. Press B key for confirmation, the other party will show the scissor, fist and rag by random; press C key to withdraw.
Win the game, a high tune melody will broadcast with the icon of on the screen, otherwise there will be a low mood melody with the icon of display.
From high to low, there are totally 9 different mood conditions (from 9VS0 8VS1..... 1VS8 0VS9).

: Dancing

Under hungry state (namely both the meal and snack show zero), the pet will refuse to dance. Enter this mode, the icon of will display, press B key for confirmation, one song will broadcast and the icon will flicker up and down. After finish of the song, the pet will become very happy and the icon of will display, at this time, the index of mood will increase. Continue dancing for 3 times, the index of mood will increase one level more. Press B to dance for next song.
There are 4 songs in a cycle.

: Cleaning

After the pet have a bowel movement, the weight would reduce 30 grams and the icon of would be flickering as well as the pet. Choose cleaning function, the icon of will display. Before you clean the excrement, Play Game and Feed will not function. (namely Feed, Play Game, Listen to the music, Scissor/Fist/Rag and Dancing will all stop functioning), you can only check the Progress, Time and Sleeping. If there is no excrement and you choose cleaning function, the pet will shake its head to refuse.

: Injection

Take injection function to treat the pet when the icon of display, which means the pet got sick. When the pet is given an injection, the icon of will display and will change into and the icon of will disappear after finish injection. If choose the injection function while the pet is healthy, the pet will shake head to refuse injection.

: Progress

Press A key once, check the index of food and health condition, the icon of will display.

Press A key twice, check the sleep and work status, the icon of will display.

Press A key three times, check the age and weight, the icon of will display.

Press A key again, check the mood index, the icon of will display.

: Sleeping

Enter this mode, the icon of will display. Press A key to change the direction of the arrowhead, press B key to choose the night and day. Choose night , the pet will go to sleep until you choose day function. Under sleeping state, all other functions will stop except checking the progress and clock.

: Shouting Alert

When your pet needs something, it will alarm you by shouting. Check the status to see what it wants. When the index of healthiness is on half level, the pet will get sick; if index drop to zero or the weight is below 40 grams, the pet would die. Win the game, the mood index will increase one level more, otherwise will decrease. Listen to the music and dancing will increase mood index one level more. Continue dancing for 3 times, the health index will increase one level more. When the pet is hungry, it will refuse to dance.
*following the increase of each age, the weight of pet will add 300 grams automatically.